

# Ideas for summer

How to support your child

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English

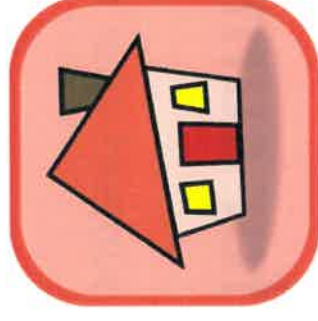
Maths

Try to help your child to improve their **reading speed** by reading an extract from a suitably challenging text. Time them. Repeat. Can they beat their time? Ask a couple of questions about the extract to check their understanding.

**Hunt for ...** give your child timed challenges when reading. For example, how many adverbs/adjectives can you find in 2 minutes?

Play games to develop their **vocabulary and spelling**. Try games like: Scrabble, Boggle, Pictionary and Taboo. What does the word mean? Can they spell it? Can they use it in a sentence?

# At Home



Use the receipt from your **shopping** to ask questions e.g. what is the total of the fruit and vegetables? What change would I get from £50? While unpacking the shopping, guess the weight of items then weigh them. What is the difference in weights?

Use the **Times Table app** (see Toolbox section) to practise times tables daily. Can your child recall their facts instantly? Compete against themselves or others to improve their speed!

**Newspaper maths** – use league tables or weather charts to ask questions e.g. what is the difference between the temperature in London and Moscow? What is the mean (average) of the points scored in the Premier League?

English

Maths

When visiting somewhere, challenge your child to come up with **'Pointless' adjectives**. In other words, an adjective that no-one else would think of e.g. a *monumental* tree, a *formidable* skateboarding slope.

Practise standard English by using the **'posh voice'**. Pretend you are a visitors' guide and explain the key highlights of the place using correct standard English.

Select an object at the place and take it in turns to see how many **antonyms** or **synonyms** you can think of for the word e.g. an antonym of steep is *gentle*; a synonym could be *sheer*.

**How long?** Select a starting and finishing point in the place. Estimate how many seconds/minutes it would take to walk the distance, then time it. What is the difference between the two times? Who was the closest?

**I-spy.** Play the game by describing the properties of a shape which can be seen e.g. I-spy a quadrilateral with only one pair of parallel lines (*a trapezium*).

**How much?** Use entrance fees or a menu to create questions. How much would it cost for 2 adults and 2 children? What would be the change from £50?

## Out and About



English

Maths

Listen to the lyrics of songs on the **radio**. Can they identify the adjectives? Can they give a synonym (a word with a similar meaning) or antonym (opposite meaning) for one of the words?

Look at objects and places they pass while travelling. Pick out a word and play '**Just a Minute**' – explain what the object is without using the word itself and without hesitating or repeating themselves.

**Telling a story.** Give the first line of a story and take it in turns to continue it.  
Begin each sentence with a conjunction e.g. next, after that, some time later, finally ...

**Number plates** – look at the numbers on number plates and create questions based on them e.g. subtract the number from 1000 or multiply/divide the number by 10/100 or 1000.

**Sequences.** Choose a starting number and a rule. Take it in turns to say the next number in the sequence e.g. start with 19 and add/subtract 8. How far can you take the sequence before an error is made? Try decimals too.

**Odd one out.** Give your child four numbers and ask them which is the odd one out and why e.g. 12, 19, 18 and 21. 19 is the odd one out because it is the only prime number.

## On the Move

